SOFTWARE PROJECT REPORT

Generation of python script for playing audio randomly

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Introduction

The purpose of this report is to outline the process of generating a Python script that plays audio files randomly. The script aims to provide a simple and efficient way to play audio files in a random order, allowing for an enhanced audio experience in various applications.

Script Generation

To generate the Python script for playing audio randomly, we can follow these steps:

- Step 1: Importing Required Libraries
  The script will require the following libraries:
  python :

  ```
  import os
  import random
  import playsound
  ```

- Step 2: Setting the directory path where your audio files are located.
  python :

  ```
  audio_directory = 'playlist'
  ```

  Here playlist is the folder in which all our audio files are saved.

- Step 3: Method to Retrieve Audio Files
  We'll create a method to retrieve the list of audio files within the specified folder:
  python :

  ```
  audio_files = [file for file in os.listdir(audio_directory) if file.endswith('.mp3')]
  ```

- Step 4: Method to Randomly shuffle Audio
  This method will randomly shuffle the audio files which are in the list of retrieved files.
  python :

  ```
  random.shuffle(audio_files)
  ```

- Step 5: Method to play the audio files
  This method will play each audio file one after the other,which are already randomly shuffled.

python :

```
for audio_file in audio_files:
audio_path = os.path.join(audio_directory, audio_file)
playsound.playsound(audio_path)
```

Here we used for loop to reach to all audio files .

Conclusion

In conclusion, this report has outlined the process of generating a Python script for playing audio randomly. By following the steps outlined above, users can create a script that allows for a dynamic audio playback experience by selecting and playing audio files randomly. This script can be further customized and integrated into various applications to enhance their audio capabilities.